

デジモン

VERSION 2.0

Manufactured by
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WARNING:
CHOKING HAZARD - Small parts.
Not for Children under 3 years.

BANDAI

D-SCANNER的機能 The Functions of D-Scanner

超級新機能—編碼閱讀器 Hyper New Functions - Bar Code Scan

超級新機能—D-SCANNER 能夠讀取 DIGIMON 遊戲卡 (另售) 內所記載的條碼及一般市面上銷售的商品條碼。
D-Scanner can read the bar code of Digimon Card Game (Sold separately) and other 13-digits bar codes on merchandises selling on the market.

讀取 Digimon Digimon Scan

使用閱讀了的條碼來變換 DIGIMON 及把 DIGIMON 登錄於 D-SCANNER 內。
Collect the Digimon by reading the bar code and register into D-Scanner.

讀取道具 Item Scan

使用閱讀了的條碼來變換道具及把道具登錄於 D-SCANNER 內。
Collect the Item by reading the bar code and register into D-Scanner.

讀取戰鬥 Encounter Scan

使用閱讀了的條碼來變換敵人並開始戰鬥。
Encounter the enemy by reading the barcode and start battling.

認識商品上的條碼嗎?

Do you know what is Barcode?

條碼是付在商品或雜誌上並由細小線條所組成。在家中試試尋找一下吧!
Barcode is small thin line which printed on some products and magazines. Try to find it out at your home!



新戰鬥的輸入方法 Input method for new battle (Action Scan)

在 D-SCANNER 上移動手指及左右搖動鉛筆之動作，便能決定戰鬥時的攻擊模式。
D-Scanner will read the right and left movement of fingers or pencils above the lens and this will decide the attacking pattern during battle.

擴闊 Digimon 的連系 Digimon Link System

DIGIMON LINK SYSTEM

使用通信連接器能把 D-SCANNER 與原來的 DIGIMON 系列攜帶機連接並且戰鬥。
享受與附有 DIGIMON LINK SYSTEM 商標的 DIGIMON 商品的樂趣吧!

Communication connector can connect the D-Scanner with the Original Digimon Portable Series and starts battling.
Enjoy the fun of link games by linking up the Digimon products marked with Digimon Link System.

※不能與 DIGITAL MONSTER 系列、DIGIVICE 系列、日本版 DIGIMON TERMINAL 及 WONDERSWAN 的 DIGIMON 軟件通信。
※ Not able to link up with Digimon Monster Series, Digivice Series, Digimon Analyser, All of US version and Wonder Swan Digimon software.

自動儲存系統 Auto Save System

注意! CAUTION!

- 持有產品者請細心閱讀本說明書。
- 勿讓未足齡的小孩玩此產品。
- 本產品含有電池，電池蓋及螺絲等較細小零件，小心勿讓兒童誤放入口，以免引致窒息的可能。
- 電池、電池蓋及螺絲有被誤吞的可能，勿將本產品給予 7 歲以下幼兒。
- 更換電池時，請找成年人幫忙，注意勿誤吞下電池，電池蓋、螺絲等細小零件。
- 誤吞電池異常危險。請小心存放電池在幼兒拿不到的地方。
- 電池由本產品持有人更換。
- 切勿將新舊電池混合使用。切勿將不同種類的電池混合使用。
- 請確保電池+及-方向正確。
- 切勿將電池充電、分解、加熱或棄於火中。
- 誤吞電池異常危險。萬一誤吞電池，請即延醫診治。
- 請勿將商品胡亂揮動或拍擊。
- 此玩具部分零件較細小，小心勿讓兒童誤放入口。
- 本產品可能與包裝上圖片及插圖所示有少許偏差。
- 適合 7 歲或以上。
- 符合 EN71 歐洲安全標準。

- Read the instruction sheet carefully.
- Do not give this item to a children who is under the recommended age.
- This product contains small parts such as batteries, battery cover and screws that may cause suffocation if swallowed by children.
- Batteries, battery cover & screws may be swallowed by children. Do not pass this product to children below 7 years old.
- While replacing the dry cell batteries, please ask a guardian for help.
- Do not swallow small parts like batteries, battery cover & screws.
- Swallowing dry cell batteries is extremely dangerous. Please keep batteries away from children.
- Batteries are replaced by owners of this product.
- Do not mix old and new batteries. Do not mix different kinds of batteries. Please ensure + & - at the correct position.
- Do not recharge, decompose, heat, or dispose of batteries in fire.
- Swallowing dry cell batteries is extremely dangerous. In case that batteries are swallowed, please go to see a doctor for help.
- Avoid rough use such as knocking the product or swinging it around.
- Small parts may cause harm if swallowed by children.
- Contents may vary from photos and illustrations shown on the package.
- Age 7 & up.
- Conforms to safety standard EN 71.

本體的說明 Description of Main Body

連接器 Connector

- 與其他攜帶 DIGIMON 系列連接時使用。
- 決定被選擇了的项目時使用。
- Use to connect with other Portable Digimon Series.

A 鍵 A Button

- 選擇项目決定。
- Use to confirm and decide the selected item.

L 鍵 L Button

- 選擇 DIGIMON 及项目時使用。
- 於通常畫面操作各種指令時使用。
- Use to select Digimon and Item.
- Use to activate all kinds of command during Ordinary Screen.

B 鍵 B Button

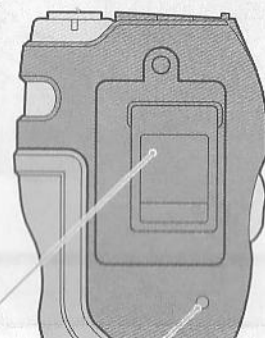
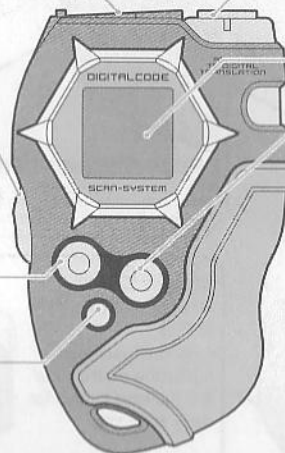
- 返回前一個畫面
- 取消選擇
- 於通常畫面取消畫面時使用。
- 恢復於省電機能消失了的畫面時使用。
- Return to previous screen.
- Cancel selection
- Use to cancel screen during Ordinary Screen.
- Use to retrieve the screen in sleeping mode during power save.

條碼掃描器 Bar Code Scanner

液晶畫面 Digital Screen

R 鍵 R Button

- 選擇 DIGIMON 及项目時使用。
- 於通常畫面操作各種指令時使用。
- Use to select Digimon and Item.
- Use to activate all kinds of command during Ordinary Screen.



鉤子 Hook

D-SCANNER 內安裝有自動儲存系統！若電池被消耗盡，被登錄了的 DIGIMON 資料及道具均會被保存！

D-Scanner is being installed with Auto Save System.
Digimon data and items being registered will be saved and would not be erased even when battery is used up.

玩耍方法

How to Play

請於開始前閱讀！
Please read before playing!

- 本商品的說明書由兩部份所組成。
- 初次使用此商品者請從此頁開始閱讀。

- The instruction manual of this product composed of 2 parts.
- First time user, please start reading from this page!

1

玩耍前的準備

Preparation before playing

電池的安裝方法

Battery Installation Method

除去本體後面的螺絲，並如圖示的前阻方向取出電池蓋。
Remove the screw on the back of main body and pull out the battery cover per the direction as shown in the drawing.

電池蓋
Battery Cover



把3顆另售的AAA乾電池(R03)如圖示放入D-SCANNER本體內。3顆電池必須要使用全新的電池。
Use 3 pieces of (R03) dried battery and installed into D-Scanner's main body per the drawing shown. All three pieces of batteries should be new.

把3顆新的AAA乾電池按照⊕⊖正確地安裝。
Install 3 pieces of new dried batteries correctly according to the ⊕ and ⊖ sign.



關閉電池蓋並上緊螺絲。
Close the battery cover and tighten up the screw.



還原操作

Reset Function

於初次玩耍時或更換電池時，在安裝好電池後請按下還原鍵。使用細小的棒按下還原鍵，電源更會被啟動。

- 為避免令還原鍵受損，請勿使用尖銳的棒或鉛筆筆按下還原鍵。
- 所有被登錄了的資料，不會因還原操作而被消除。

Before starting or after changing batteries, push the Reset Button after batteries are installed. Use a small pole to push the Reset Button and power will be switched off.

- Do not use sharp pole, pencil and do not push hard into the reset button, which might cause damage to it.
- All data and items being registered will not be erased.

電池警告記號

Change Battery Mark

電池耗盡時，電池警告記號便會亮起，按鍵便不能正常運作。當電池警告記號亮起時，請更換新的電池。

When the battery is out of the power, the "change Battery Mark" will appear. All the buttons will not be activated. Please change the new battery.

- ※當更換新的電池時，請找成年人幫忙。
- ※While replacing the dry cell batteries, please ask a guardian for help.



電池警告記號
Change Battery Mark

2

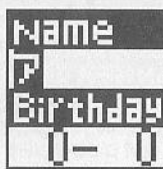
開始遊戲吧！

Let's start the game!

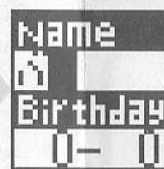
名字的登錄

Registering your name

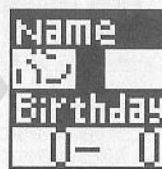
- 由左開始把字母逐一輸入。使用L及R鍵選擇輸入的字母，再按A鍵確認後點滅線會向右移動。按照上述的輸入方法把字母逐一輸入。
- 按B鍵會把點滅線上的字母取消並移動至前一個字母的位置。
- 最多可輸入6個字母。如不足6個字母請輸入空欄至第6個字母的位置。
- Input from the left by using L & R Button to select the alphabet and push A button to confirm. The cursor will then move towards the right side. Input other alphabets according to the same method.
- Push B Button to cancel the word on the cursor and then move backward to the previous word.
- You could input up to maximum of 6 alphabets. Please input spaces if less than 6 alphabets.



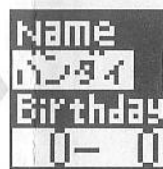
選擇文字
Select alphabet.



按A鍵決定
Push A Button to decide.



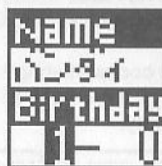
使用同樣方法選擇下一個字母
Use the same method to input the next alphabet.



名字輸入完成
Finished inputting the name.

出生日期的輸入

Input Birthday

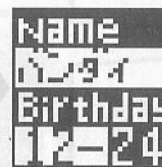


選擇月份
Select the month.

輸入名字後，點滅線會移動至出生日期的段落。首先選擇月份並決定。完成輸入月份後再輸入日期。
The cursor will move to the page for inputting the birthday after the name is being inputted. First, select the month and confirm. After completing input the month, please input the date.



按A鍵決定
Push A Button to decide.



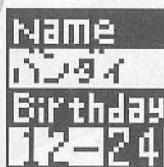
日期和月份的輸入方法相同
Use same method to input both month and date.

開始遊戲

Starting the game

完成輸入出生日期後，DIGIMON 會自動出現，並變回通常畫面，這時遊戲正式開始！

After finished inputting the birthday, a digimon will appear and display in the Ordinary Screen. You can start the game now!



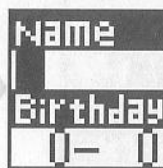
輸入完畢後....
After input....



DIGIMON 便會出現！
DIGIMON appear!



BANDAI 記號畫面
BANDAI mark screen



名字及生日的登錄畫面
Name and birthday input screen

3

閱讀編碼 Reading Bar Code

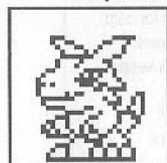
1

於通常畫面下按下A鍵，掃描制動畫面便會顯示出來。

在掃描制動畫面下再按下A鍵，"SCANNING" 便會顯示出來，本體的條碼掃描器便會閃動紅光。

Push A Button during Ordinary Screen will display Scanning Mode [BARCODE SCAN].

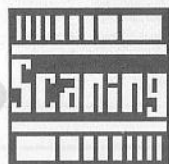
Push A Button during Scan, Screen will display "Scanning". The red light on the main body of bar code scanner will start to flash.



通常畫面
Ordinary Screen

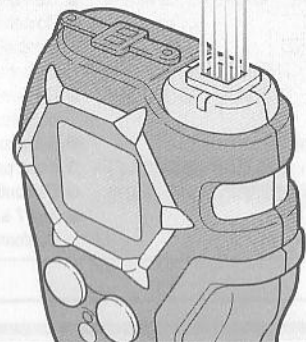


掃描制動畫面
Scanning Mode Screen



掃描器操作中！
Scanner in operation

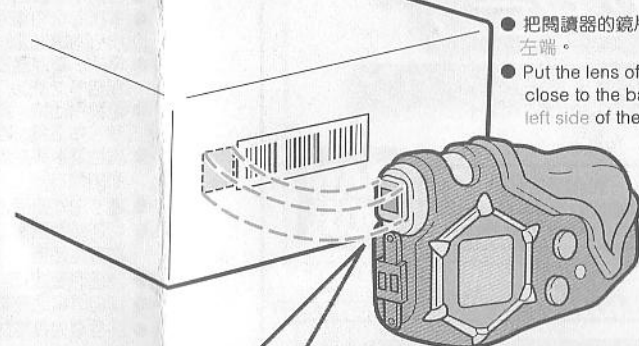
掃描器的燈閃動！
The scanner light starts to flash.



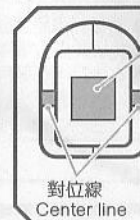
2

當條碼掃描器的燈閃動時(約15秒)，如圖示把 D-SCANNER 本體的左面放近想閱讀的條碼上。

When the light of the bar code scanner flashes (for about 15 seconds), per the drawing, put D-Scanner close to the bar code that you want to read.



- 把閱讀器的鏡片緊貼條碼之左端。
- Put the lens of the scanner close to the bar code and left side of the barcode.



閱讀條碼的窗口
Scanning lens



對位線
Center line

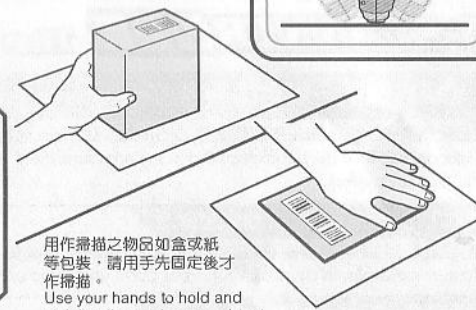
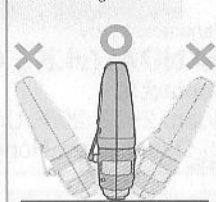
把閱讀器的鏡片左右附有之兩點對位線放在條碼的中央。
Match the center of the lens towards the middle part of bar code.

D-scanner 要離開條碼大約 1cm。
The distance between D-scanner and barcode around 1 cm.

從上面看的時候。
Top view



請不要將 D-scanner 傾斜來掃描。
Please do not incline the scanner when scanning.



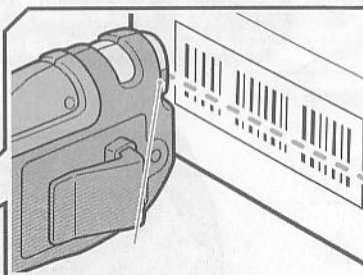
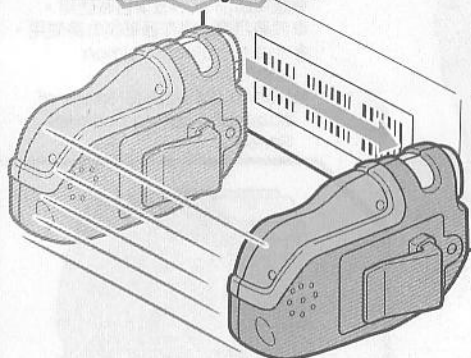
用作掃描之物品如盒或紙等包裝，請用手先固定後才作掃描。
Use your hands to hold and stabilize the package or object.

3

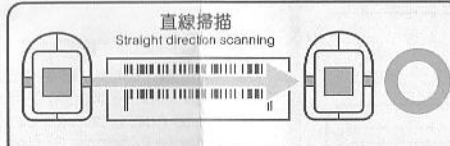
使用一定的速度把 D-SCANNER 本體由左至右一氣移動。

Move the scanner from left to right with a constant speed.

由左至右一氣移動
from left to right with a constant speed



把鏡片上的兩點對位線放在條碼的中央，以一直接移動。
Match the center point of the Scanner lens to the bar code and move straight to the right.



直線掃描
Straight direction scanning

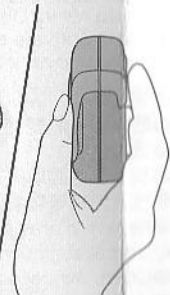
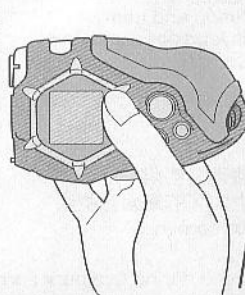


不規則掃描
Curved direction scanning

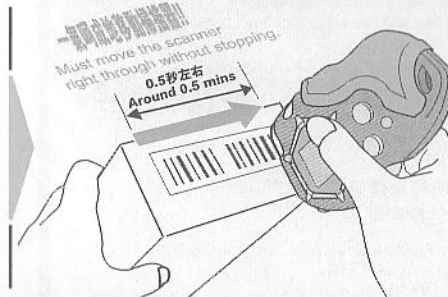


掃描途中傾斜
Incline Scanning

初次使用者如圖示方法拿著掃描器會較容易掃描條碼。
First time users can follow the method per the drawing shown for easy scanning.



必須移動掃描器
Must move the scanner right through without stopping.
0.5秒左右
Around 0.5 mins



4

當畫面顯示OK時，表示掃描成功。便能得到讀取條碼後之 DIGIMON 及道具，並能與 DIGIMON 發生戰鬥！

When the screen display "OK", scanning is completed. The Digimon or item being scanned will be registered and can be used for battle. Or the battle will start.



掃描成功
Scanning succeed



掃描失敗，請再掃描！
Scanning Error, please try again!

當掃描成功後.....
Scanning succeed....

當掃描成功後.....請參閱第3頁
Please refer to Page 3 for... when scanning succeed..!

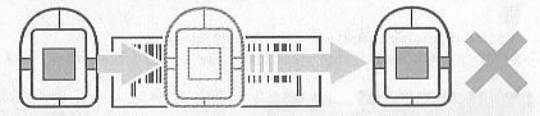
當不能成功地讀取條碼時...
When D-Scanner cannot read the barcode...

- 當更換條碼畫面或OK畫面不能顯示時，表示掃描後不能正確地讀取條碼的資料。
請注意掃描時本體的移動狀態及閱讀速度。
- If the screen don't display "OK", it means the barcode data cannot be scanned into the D-Scanner.
Please check the Scanning speed when scanning.

掃描器不是
直線移動。
Curved
scanning



閱讀速度不
一致。
Not same
speed when
scanning.



■當顯示 "ERROR" 時

當 "ERROR" 顯示時，表示以下的情況可能發生：

- 掃描時掃描器上下移動，引至掃描器不能讀取條碼的資料。
- 條碼並不是成一直線故不能閱讀。
- 請注意掃描器必須以水平移動才能正確地閱讀條碼的資料。
- 由條碼的中央開始閱讀。
- 把掃描器放在條碼的左端，注意不要遮蓋著條碼，並開始閱讀。
- 電池量不足
- 當電池量不足時，便不能成功地讀取資料。
- 請更換新的電池並從新嘗試掃描。
- 條碼本身被損壞或弄污。
- 當條碼被損壞或被塗污時，資料便不能被讀取。
- 請嘗試閱讀其他的條碼。

■When "Error" is displayed

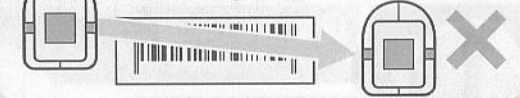
One of the following might have occurred when Error is being displayed:

- The scanner moved up and down while scanning and cannot read the data of bar code.
- Scanner cannot read the bar code being bend or curved.
- Please note that the scanner should move in a straight line in order to read the data of bar code.
- Please scan from the center of the bar code.
- Put the scanner on the left side of bar code, but beware not the cover up the bar code and start scanning.
- When battery level is low
- Cannot read bar code data when battery level is low.
- Please replace the battery and retry scanning.
- Bar code is being damaged or stained.
- Cannot read the data of bar code being damaged or stained.
- Please try to scan other bar code.

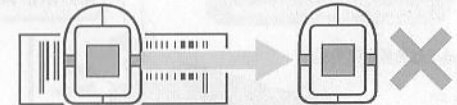
掃描器上下移動。
Scanner is being moved up and down while scanning



以傾斜的角度移動。
Scanner is being moved in a diagonal direction.



由條碼的中央開始閱讀。
Scanned from the middle of bar code



條碼被破壞。
Bar code being
damaged.



條碼被弄污。
Bar code being stained.



能被掃描讀取的條碼
Bar codes that can be read by scanner

- 在條碼下印刷有13個數字的條碼。
- 在白紙上以黑色印刷之條碼。
- 與 D-SCANNER 包裝內所印刷的條碼大小相同的條碼。
- Bar code with 13 digits on the bottom.
- Black color bar code printed on white paper
- Same size as per the bar code that comes with D-Scanner package.

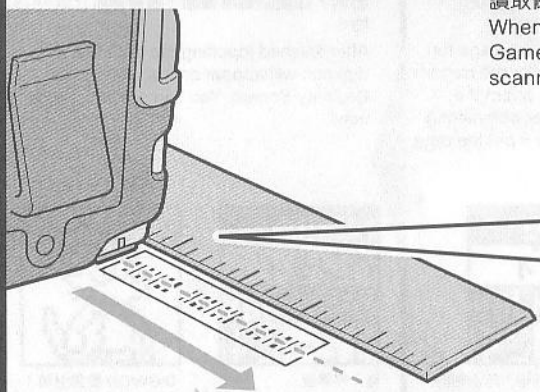
D-SCANNER 比較困難讀取的條碼
Bar codes that are difficult to read by D-Scanner

- 比 D-SCANNER 包裝內所印刷的條碼為細小。
- 使用透明的材料印刷的條碼 (透明膠卷、薄紙等)。
- 使用藍色或綠色所印刷之條碼。
- Smaller than the bar code that comes with D-Scanner package.
- Being printed on transparent material such as film or thin paper.
- Bar code printed with blue or green color to print.

D-SCANNER 不能讀取的條碼
Bar codes that cannot be read by D-Scanner

- 使用紅色、橙色或白色所印刷之條碼。
- 被破壞了之條碼。
- 被弄污了之條碼。
- 面積小於橫30mm，高4mm之條碼。
- 印刷在罐上或曲面之條碼。
- Bar code printed with red or orange color on white paper.
- Bar code being damaged or loosen.
- Bar code size smaller than 30mm width and 4mm height.
- Bar code being printed on the can or other curved objects.

讀取面積窄小的編碼
Scanning smaller bar code



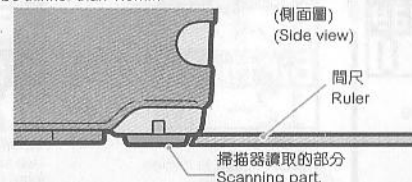
閱讀記載於 DIGITAL MONSTER 遊戲卡內 (另售) 而上下
闊度窄小的條碼時，使用間尺等東西能幫助掃描器以水平
讀取條碼。

When scanning smaller bar codes attached to Digimon
Game Card (sold separately), a ruler can help to keep the
scanner move in a parallel way.

使用間尺固定讀取的角度，把鏡片上的兩點對位
線對準條碼的中央，以水平移動掃描器讀取條碼。

※間尺的厚度必須為1.5mm以下。

Use a ruler to fix the scanning degree and match the
lens towards the center of the bar code. Ruler should
be thinner than 1.5mm



D-SCANNER 專用的條碼
Special Bar Code for D-Scanner

BANDAI DIGIMON TAMERS 商品內附有 D-SCANNER 專用的條碼。
專用條碼亦能被 D-SCANNER VERSION 1.0 讀取。請參考識別的號碼
後才讀取條碼。

Special Bar Code for D-Scanner can be found inside the Bandai Digimon Frontier
products. But some of the special barcode can't be scanned by Version 1.0.
Please refer to the reference number when scanning.



●識別號碼

- 1.....適用於 VERSION 1.0
- 2.....適用於 VERSION 2.0
- 沒有識別號碼或 0.....適用於所有的 D-SCANNER

●Reference Number

- 1.....For Version 1.0
- 2.....For Version 2.0
- No Number or 0.....For all D-Scanner



開始前請閱讀！
Please read before starting!

●本商品的說明書由兩部所組成。初次使用此商品者請由第一頁開始閱讀！
●The instruction manual for the product composed of 2 parts. First time users, please start reading from this page!

當掃描成功時... When Scanning Succeed!

取得 DIGIMON Collect the Digimon

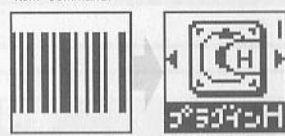
- 當被讀取的條碼是 "DIGIMON條碼" 並成功讀取時，條碼會顯示出 DIGIMON 變換的畫面，你便能得到被變換了的 DIGIMON。
- 得到手的 DIGIMON 被登錄於 "CAGE" 指令內，並於戰鬥或訓練時使用。
- When the bar code being scanned is a "Digimon Bar Code" and scanning was succeeded, Bar code will display Digimon change animation. You can collect the Digimon being changed.
- The Digimon you collect will be registered into "Cage" command and can be used for training or battle.



注意：若得到手的 DIGIMON 的等級太低時並不能用於戰鬥。請參閱 "USER DATA" 指令內的說明。
Attention: You cannot use the Digimon being collected for battle when the Rank is too low. (Please refer to the description of User Data Command regarding Rank).

取得道具 Get the Item

- 當被讀取的條碼是 "道具條碼" 並成功讀取時，你便能得到畫面所顯示的道具了。
- 得到手的道具能使用於戰鬥或 "ITEM" 指令。
- When the bar code being scanned is an "Item Bar Code" and scanning was succeeded, you can collect the item being shown on the screen.
- The item you collect can be used for battle or "Item" command.



得到道具
Collect the item.

與 DIGIMON 戰鬥 Battle with Digimon

通常戰鬥 Ordinary Battle

與敵人 DIGIMON 戰鬥。
與敵人 DIGIMON 戰鬥並獲勝時，戰鬥數值及勝出數值均會 +1，並把戰勝率提高。相反地，若戰鬥失敗，戰鬥數值 +1，但降低戰勝率。
Battle with Enemy Digimon.
Won the battle with enemy and the battle count and win count will +1 and thus increase the winning percentage. On the other hand, if you lost the battle, battle count will +1 but decrease the winning percentage.



- 當被讀取的條碼是 "戰鬥條碼" 並成功讀取資料時，與敵人 DIGIMON 的戰鬥便開始。戰鬥被分為 3 種：
- When the bar code being scanned is a "Battle Bar Code" and scanning was succeeded, battle with enemy will start. There are 3 types of battles.

俘虜戰鬥 Capture Battle

與敵人 DIGIMON 戰鬥。
與敵人 DIGIMON 戰鬥並獲勝時，戰鬥數值及勝出數值均會 +1，並把戰勝率提高。同時亦能將敵人 DIGIMON 得到手。相反地，若戰鬥失敗，戰鬥數值 +1，但降低戰勝率。SPO 變成 -15。
Battle with Enemy Digimon.
Won the battle with enemy and the battle count and win count will +1 and thus increase the winning percentage. Also you can collect the Enemy Digimon.
On the other hand, if you lost the battle, battle count will +1 but decrease the winning percentage. SPO decrease -15.



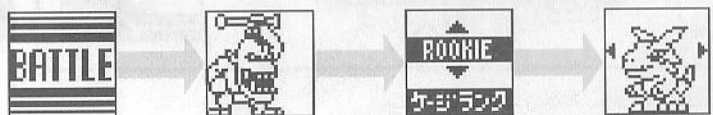
防禦作戰 Defense Battle

與敵人 DIGIMON 戰鬥。
與敵人 DIGIMON 戰鬥並獲勝時，戰鬥數值及勝出數值均會 +1，並把戰勝率提高。相反地，若戰鬥失敗，戰鬥數值 +1，但降低戰勝率。SPO 變成 -15，而被使用作戰的 DIGIMON 會被消滅。
Battle with Enemy Digimon.
Won the battle with enemy and the battle count and win count will +1 and thus increase the winning percentage. On the other hand, if you lost the battle, battle count will +1 but decrease the winning percentage. SPO decrease -15 and the Digimon being used for battle will vanish.



戰鬥的操作 Battle Functions

- 戰鬥開始，敵人 DIGIMON 出現。
- 在敵人 DIGIMON 出現的畫面下按 A 鍵，顯示成長階段選擇畫面。
- 在成長階段選擇畫面選擇你想使用的 DIGIMON 之成長階段，決定後會顯示出 DIGIMON 選擇畫面。
- 選擇自己想使用的 DIGIMON 再按 A 鍵，若持有道具，道具選擇畫面便會顯示出來。選擇想使用的道具，決定後進行 ACTION SCAN。
- (若沒有道具時，選擇 DIGIMON 後便進行 ACTION SCAN。若不想使用道具，請選擇 "NO USE".)
- The enemy digimon will appear when battle starts.
- Push A button during the screen when enemy digimon appears to display Growing stage selection screen.
- Select the growing stage from the growing stage selection screen, Digimon selection screen will display after confirmed.
- Push A button to select the digimon you want to use, item screen will display if you have items on hand. Select the item you want to use and starts Action Scan after confirming. (If no item is selected, start Action Scan after selecting Digimon. If you do not want to use any item, select "NO USE".)



敵人 DIGIMON 出現！
Enemy Digimon Appears!

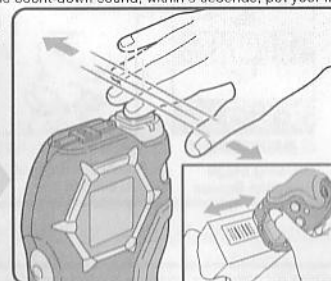
選擇想使用的 DIGIMON！
Select the Digimon you want to use!

動作掃描 Action Scan

- 當 "READY" 顯示並發出倒數聲音時，於 3 秒內使用手指或鉛筆在 D-SCANNER 的條碼讀取器上不斷打橫掃過。3 秒後，ACTION SCAN 的輸入數值便會顯示出來。
- 按照被輸入的數值，DIGIMON 的攻擊模式亦會有所差異。
- When "Ready" appears on screen and starts the count-down sound, within 3 seconds, put your fingers or pencil on top of D-Scanner's barcode reader and move right and left. After 3 seconds will display the figure being inputted for Action Scan.
- According to the inputted figure, Digimon's attacking pattern will change.



ACTION SCAN 開始！
Action Scan starts!



顯示被輸入的數值
Display inputted figure

當 ACTION SCAN 完成後，與 DIGIMON 的戰鬥便會開始，雙方不斷攻擊直至任何一方的 HP (體力) 變成 0。
Battle between Digimons will start after Action Scan is completed and will continue to attack until either side's HP (Body Power) becomes 0.

戰鬥開始！
Battle Starts!



注意！
CAUTION

在戰鬥中戰敗時，在敵人出現之畫面下按 B 鍵，受傷畫面便會出現。受傷時選用 "急救箱" 醫治吧！受傷之 DIGIMON 是不能進行戰鬥和訓練。
When Digimon lose in the battle, the injury screen will appear. Press B button and use the "Care Box" to cure. Digimon cannot battle with other Digimon and take training when it is injured.



嚴重受傷的 DIGIMON 有可能被消滅，必需注意！
Please note that Digimon will be destroyed if it gets the seriously injured.

4

各種指令的說明 (1) Description of commands (1)

在通常畫面內按下 L、R 鍵，指令畫面便會顯示出來。
在指令畫面內會顯示出 6 種指令，包括 "訓練"、"鐵籠"、"道具"、"使用者資料"、"通信"、"聲音"。可用 L、R 鍵選擇後，再按 A 鍵決定。
At the ordinary screen, press the L, R button, the command screen will appear.
There are 6 commands (training, cage, item, user's data, communication, sound) you can select by pressing L, R button.

訓練 TRAINING

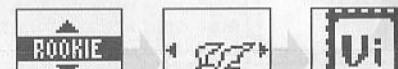
使用顯示於通常畫面內之 "訓練" 指令來進行 DIGIMON 訓練。當訓練成功後 SDP (SYNCHRO DIGIMON POINT) 值便會增加。在戰鬥中使用增加了的 SDP 值將 DIGIMON 的能量增加。
You can use the Digimon appears on Ordinary Screen for Training. SDP (Synchro Digimon Point) will increase when training is succeeded. By increasing the SDP, you can increase the power of Digimon during battle.

鐵籠 CAGE

能夠查詢被登錄於 D-SCANNER 本體內的 DIGIMON 數據。
You can check the Digimon Data being registered inside the main body of D-Scanner.



- 當實行 "CAGE" 指令，成長階段選擇畫面會顯示出來。選擇想查詢的 DIGIMON 數據的成長階段並決定。

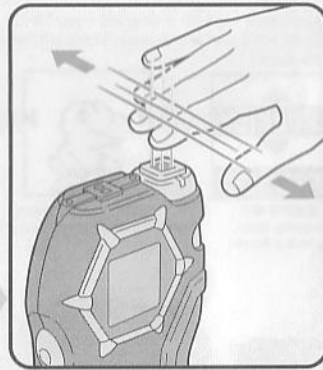


You can use the Digimon appears on Ordinary Screen for Training. SDP (Synchro Digimon Point) will increase when training is succeeded. By increasing the SDP, you can increase the power of Digimon during battle.

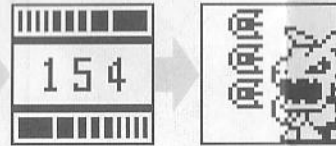
- 實行「訓練」指令後，READY 畫面會顯示出來，並發出倒數聲音。當倒數聲音停止，SCAN 畫面會顯示，顯示後於3秒內進行與戰鬥操作相同動作的 ACTION SCAN。
- "Ready" will display and starts the count-down sound after "Training" command is being activated. When the countdown sound stops, 3 seconds after, SCAN is displayed, starts Action Scan with the same procedure as per Battle Command.



動作掃描開始！
Action Scan Starts!

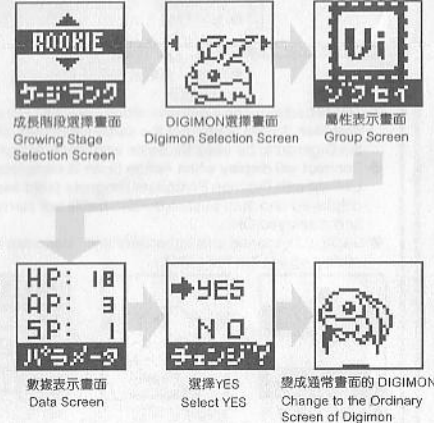


- 輸入完成的聲音發出的同時，會顯示 ACTION SCAN 輸入的數值。按照輸入的攻擊模式可進行5次攻擊。完成5次攻擊後會顯示取得的SDP數值，訓練亦完成。
- Action Scan inputted figure will display when input is completed and sound will be heard. According to the attack pattern being inputted, you can carry out 5 attacks. SDP will display after 5 attacks are completed and training is completed.



訓練開始！
Training starts!

- 當實行「CAGE」指令，成長階段選擇畫面會顯示出來。選擇想查閱的 DIGIMON 數據的成長階段並決定。
- 決定後會顯示屬性表示畫面。
- 能於屬性表示畫面查閱 DIGIMON 屬性。
- 於屬性表示畫面內按A鍵，數據畫面便會顯示出來。
- 可於數據表示畫面查閱HP(體力)、AP(攻擊力)和SP(速度)。
- 於數據表示畫面內按A鍵會顯示「CHANGE?」(更換)如選擇「YES」會顯示被查詢數據的 DIGIMON 的通常畫面。如選擇「NO」會返回 DIGIMON 選擇畫面。
- Growing Stage Screen will display when "Cage" command is activated. Selection the growing stage of the digimon that you want to check for data and confirm. Group Screen will displayed after confirming. You can also check the group of Digimon during Group Screen.
- Push A button during Group Screen to display Data Screen. You can check HP (Body Power), AP (Attacking Power) & SP (Speed) during Data Screen.
- Push A Button during Data Screen to display "Change?" If YES is selected during data screen, Digimon of ordinary screen will change to the Digimon which player checked. If NO is selected, will return to Digimon Selection Screen.



道具 ITEM



可查閱或使用所擁有的道具。
You can check the items on hand.

道具目錄 Item List

- 實行道具指令時，道具選擇畫面便會顯示出來。如在道具畫面內按 L、R 鍵，便可查閱自己所擁有的道具。
- 某一部分的道具可於道具指令時使用。把想使用的道具顯示於道具畫面，按A鍵便能發動該道具的功效。
- ※ 每一種道具最多可儲存3個。
- ※ 道具亦可以在通信戰鬥中使用。

- Activate "Item" command to display Item Selection Screen. Push L, R Button to view items on hand.
- Some of the items can be used during "Item" Command. Display the item you want to use during Item Selection Screen and push A button to activate the item effect.
- ※ You can save up to 3 same type of item.
- ※ Some items can be used for Communication Battle.



道具選擇畫面
Item Selection Screen

道具名稱		效果
PLUG IN V		AP (攻擊力) 10%UP AP (Attacking Power) 10% Up
PLUG IN K		AP (攻擊力) 20%UP AP (Attacking Power) 20% Up
PLUG IN F		HP (體力) 10%UP HP (Body Power) 10% Up
PLUG IN G		HP (體力) 20%UP HP (Body Power) 20% Up
PLUG IN H		SP (速度) 10%UP SP (Speed) 10% Up
PLUG IN T		SP (速度) 20%UP SP (Speed) 20% Up
DOUBLE EXE		所有攻擊變成雙重攻擊 All shots will become double shots
TRIPLE EXE		所有攻擊變成三重攻擊 All shots will become triple shots

HYPER EXE		所有攻擊變成超級攻擊 All shots will become Hyper shots
POW BOOSTER		HP, AP, SP全部增加 Increase all HP, AP & SP
HIT LOCK		把對手的攻擊全部變成通常攻擊 Change the attacks of enemy to Ordinary Attack
GAMBLER		戰鬥中的DIGIMON HP=1 AP=99 SP=0 Digimon during battle HP=1 AP=99 SP=0
CHANGE Va		把用於戰鬥的DIGIMON屬性變成 'Va' Change the affinity of Digimon during battle to "Va"
CHANGE Da		把用於戰鬥的DIGIMON屬性變成 'Da' Change the affinity of Digimon during battle to "Da"
CHANGE Vi		把用於戰鬥的DIGIMON屬性變成 'Vi' Change the affinity of Digimon during battle to "Vi"

ERASER		獲勝時把敵人消滅 Erase the enemy after winning battle
A CHANGE		把敵人使用的CHANGE Va, Da, Vi 變成無效 Void the Change Va, Da & Vi used by enemy
A HP UP		把敵人使用的 PLUG IN F, G 變成無效 Void the Plug In F & G used by enemy
A AP UP		把敵人使用的 PLUG IN V, K 變成無效 Void the Plug In V & K used by enemy
A SP UP		把敵人使用的 PLUG IN H, T 變成無效 Void the Plug In H & T used by enemy
A ERASER		把敵人使用的 ERASER 變成無效 Void the Eraser used by enemy
PROTECTOR		若然戰敗了亦不會受傷 Will not get hurt even losing the battle

ERASE LOCK		就算一擊被打敗，DIGIMON 亦不會被消滅 Will not be erased even defeated by enemy by 1 hit
D WORM		戰鬥後令敵人CAGE內5個DIGIMON受傷 5 enemy digimons inside the cage will get hurt after battle
SDP DOWN		戰鬥後令敵人的SDP-50 Enemy Digimon's SDP will become-50 after battle
P CHARGER		SDP 10補充 (於道具指令內使用) Recharge SDP 10 (use during Item command)
S CHARGER		SDP 20補充 (於道具指令內使用) Recharge SDP 20 (use during Item command)
SUMMON CUBE		????
CARE BOX		治療損傷 (於道具指令內使用) Cure the wounds (use during item command)

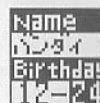


使用者資料

User's Data

- 實行 "使用者資料" 指令，畫面會顯示名字，出生日期的畫面，可查閱自己輸入的名字及出生日期。
- 於名字、出生日期畫面內按A鍵，SDP 畫面便會顯示，可查閱現在的 SDP 數值。
- 於 SDP 表示畫面內按A鍵，戰績畫面便會顯示，可查閱戰鬥的對戰戰績。
- 於對戰成績畫面內，表示獲勝的次數，對戰次數及戰勝率。
- 於戰勝表示畫面內按A鍵，排位表示畫面便會顯示，可查閱自己的進化排位。
- 於排位表示畫面按A鍵，返回使用者資料指令。
- Active "User Data" will display name and birthday on screen, you can check the name and birthday being inputted.
- Push A button during name and birthday screen to check the SDP figure.
- Push A button during SDP display screen to check battle results.
- Battle result will show number of battle won, number of battles occurred and winning percentage.
- Push A button during battle result display screen to check your ranking.
- Push A button during ranking display screen to return to user data command.

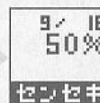
可查閱使用者的名字，出生日期，SDP，戰績及進化程度。
Able to check the name and birthday of user as well as SDP, battle results and ranking.



名字，出生日期表示畫面
Name and birthday display screen



SDP表示畫面
SDP display screen



戰勝表示畫面
Battle result display screen



進化表示畫面
Ranking display screen

進化的條件 Condition of Ranking	ROOKIE	開始時的排位 The ranking when initially starts the game	可使用成長期和 HYPRID 體戰鬥。 Rookie stage and Hybrid Level Power can be used during battle.
	CHAMPION	於 ROOKIE 期獲勝15次 Won 15 times during ROOKIE period.	可使用成長期、成熟期和 HYPRID 體戰鬥。 Rookie stage, Champion stage and Hybrid Level can be used during battle.
	ULTIMATE	於 CHAMPION 期獲勝25次 Won 25 times during CHAMPION period.	可使用成長期、成熟期、完全體及 HYPRID 體戰鬥。 Rookie stage, Champion stage, Ultimate stage and Hybrid Level can be used during battle.
	MEGA	於 ULTIMATE 期獲勝40次 Won 40 times during ULTIMATE period.	可使用所有DIGIMON戰鬥。 All Digimons can be used for battle.
	MASTER	???	???



通信

Communication

使用連接器可連接 DIGIMON 攜帶機系列作通信。
By using the connector, you can link up with Portable Digimon series for communication.

D SCANNER

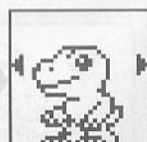
與 D-SCANNER 進行通信對戰

Able to carry out communication battle with D-Scanner partners.

- 於對戰機種選擇畫面內選擇 D-SCANNER，成長階段畫面便會顯示出來。
- 進行與 ENCOUNTER BATTLE 相同的操作並選擇戰鬥所使用的 DIGIMON，之後選擇道具再進行 ACTION SCAN。
- 當 ACTION SCAN 完成，CONNECT 會顯示。
- CONNECT 顯示時，連接兩部 D-SCANNER 然後按A鍵。
- 雙方一直對戰直至任何一方的HP變成0，而仍有HP剩餘的一方便算獲勝。



成長階段選擇畫面
Growing Stage Selection Screen



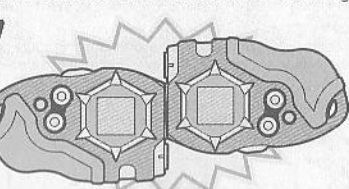
選擇想使用的DIGIMON
Select the Digimon you want to use



ACTION SCAN



當表示 CONNECT 時
When Connect is displayed

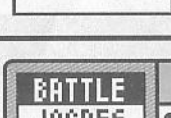
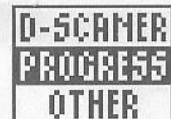


- Activate D-Scanner during Communication Battle Machine Type selection screen will display Growing Stage Selection Screen. Carry out the procedure same as Encounter Battle and select the Digimon and Item to be used for battle and starts Action Scan.
- "Connect" will display when Action Scan is completed.
- Link Up the main body of partners and push A Button when "Connect" is displayed. Battle will start when connection is succeeded and displayed OK.
- Battle will continue until either side's HP becomes 0 and the side with HP remaining will win the battle.

PROGRESS

可與 DIGIMON PENDULUM PROGRESS (預定 7 月發售) 進行通信對戰和 JOGRES

Able to link up with Digimon Pendulum Progress (to be launched in July) to carry out communication battle and Jogres.



通信方法選擇畫面
Communication method selection screen

BATTLE

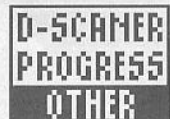
- 於通信選擇畫面選擇 BATTLE 會顯示成長階段選擇畫面。
- 進行與 ENCOUNTER BATTLE 相同的操作並選擇戰鬥所使用的 DIGIMON，然後進行 ACTION SCAN。
- 當完成輸入 ACTION SCAN 會顯示 CONNECT。於顯示 CONNECT 時連接 DIGIMON PENDULUM PROGRESS (另售) 後按A鍵。連接成功後顯示 OK，戰鬥亦隨即開始。
- 雙方一直對戰直至任何一方的HP變成0，而仍有 HP 剩餘的一方便獲勝。



JOGRES

- 於通信畫面選擇 JOGRES 時，JOGRES DIGIMON 選擇畫面便會顯示出來。
- 選擇想進行 JOGRES 的 DIGIMON，決定後 CONNECT 畫面便會顯示出來。
- 於顯示 CONNECT 畫面時連接 DIGIMON PENDULUM PROGRESS (另售) 後按A鍵。
- 連接成功顯示 OK 後進行 JOGRES。JOGRES 成功可獲得新的 DIGIMON。[MIS MATCH] 顯示時表示 DIGIMON 的組合並不正確，請嘗試其他 DIGIMON。

OTHER



能夠與 DIGIMON PENDULUM 系列、D-3 系列，D-ARK 系列進行通信對戰。

Able to link up with Digimon Pendulum Series, D-3 Series and D-Ark Series and carry out communication battle.

- 於對戰機種選擇畫面內選擇 OTHER，成長階段選擇畫面會顯示出來。
- 進行與 ENCOUNTER BATTLE 相同的操作並選擇戰鬥所使用的 DIGIMON，然後進行 ACTION SCAN。
- 當完成 ACTION SCAN，CONNECT 畫面會顯示出來。
- 當 CONNECT 畫面顯示時連接 D-SCANNER 和其他 DIGIMON 系列機種，並於對方之 DIGIMON 系列機種上按下A鍵。連接成功後會顯示 OK，對戰亦隨即開始。
- 雙方一直對戰直至任何一方的HP變成0，而仍有HP剩餘的一方便算獲勝。

- Active "OTHER" during Communication Machine Type Selection Screen to display Growing Stage Selection Screen. Carry out the same procedure as Encounter Battle and select the Digimon to be used for battle and starts Action Scan.
- "CONNECT" will display when Action Scan is completed. Link up with Digimon partner after "CONNECT" is displayed and then push A button of partner's machine. Battle will start when successfully linked up and displayed "OK".
- Battle will continue until either side's HP becomes 0 and the side with HP remaining will win the battle.

進行與ENCOUNTER BATTLE 相同的操作並選擇戰鬥所使用的DIGIMON，然後進行 ACTION SCAN。

- 當完成輸入 ACTION SCAN 會顯示 CONNECT。於顯示 CONNECT 時連接 DIGIMON PENDULUM PROGRESS (另售) 後按A鍵。連接成功後顯示 OK，戰鬥亦隨即開始。
- 雙方一直對戰直至任何一方的HP變成0。而仍有 HP 剩餘的一方獲勝。

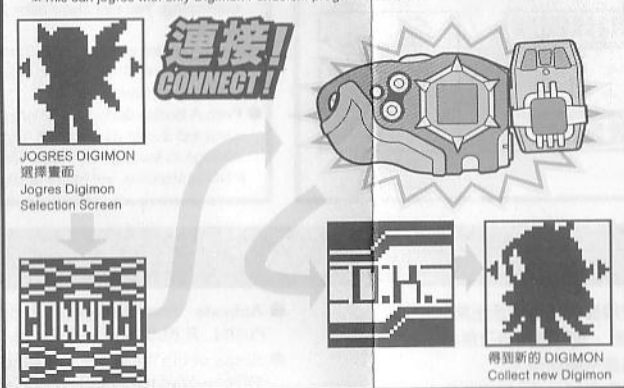
- Select battle during Communication Selection Screen to display Growing Stage Selection Screen. Carry out the same procedure as Encounter Battle and select the Digimon to be used for battle and starts Action Scan.
- Connect will display when Action Scan is completed. Link up with Digimon Pendulum Progress (sold separately) after "CONNECT" is displayed and then push A button. Battle will start when successfully linked up and displayed OK.
- Battle will continue until either side's HP becomes 0 and the side with HP remaining will win the battle.



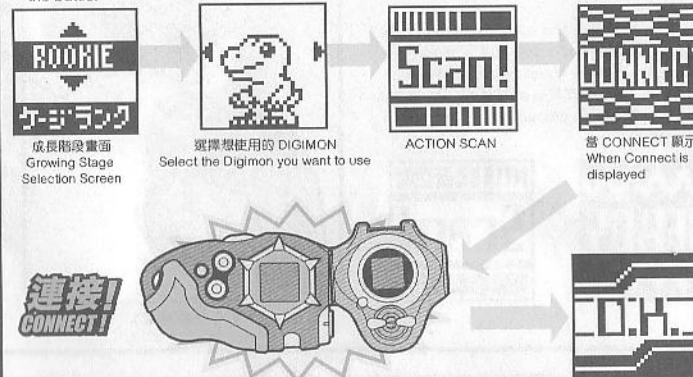
※ 與DIGIMON PENDULUM PROGRESS進行通信對戰不能使用道具。
※ Item cannot be used when carrying out communication battle with Digimon Pendulum Progress.

便會顯示出來。選擇想進行 JOGRES 的 DIGIMON，決定後 CONNECT 畫面便會顯示出來。於顯示 CONNECT 畫面時連接 DIGIMON PENDULUM PROGRESS (另售) 後按A鍵。

- 連接成功顯示 OK 後進行 JOGRES。JOGRES 成功可獲得新的 DIGIMON。[MIS MATCH] 顯示時表示 DIGIMON 的組合並不正確。請嘗試其他DIGIMON。
※ 只可與 DIGIMON PENDULUM PROGRESS Version 2 進行 JOGRES 指令。
- Selection Jogres during Communication Selection screen will display Jogres Digimon Selection screen. Selection the Digimon to be used for Jogres and Connect will display. Push A Button when "CONNECT" is displayed and link up with Digimon Pendulum Progress (sold separately).
- When connection succeeds, carry out Jogres after "OK" is displayed. You can collect new Digimon when Jogres is succeeded. When [Mis Match] is displayed, it means the Digimon grouping is incorrect. Please try other Digimon.
※ This can jogres with only Digimon Pendulum progress version 2.



- Active "OTHER" during Communication Machine Type Selection Screen to display Growing Stage Selection Screen. Carry out the same procedure as Encounter Battle and select the Digimon to be used for battle and starts Action Scan.
- "CONNECT" will display when Action Scan is completed. Link up with Digimon partner after "CONNECT" is displayed and then push A button of partner's machine. Battle will start when successfully linked up and displayed "OK".
- Battle will continue until either side's HP becomes 0 and the side with HP remaining will win the battle.



※ 與 DIGIMON PENDULUM、D-3 系列、D-ARK 進行通信對戰時不能使用道具。
※ Item cannot be used for communication battle with Digimon Pendulum, D-3 and D-Ark.

與攜帶 DIGIMON 機種系列進行對戰時請注意

- ※ CONNECT 顯示時按 B 鍵會返回戰鬥指令畫面。
- ※ 如沒有顯示OK，請再按A鍵。
- ※ OK 顯示前把本體分離會導致戰鬥不能正常操作。
- ※ 當 ERROR 顯示，請重新連接並再按A鍵。
- ※ OK 顯示後可把本體分離。
- ※ 電池量過低會令通信不能順利完成。

Attention when carrying out Communication Battle with Portable Digimon Series

- ※ Push B button when Connect is displayed and return to Battle Command Screen.
- ※ Battle will not be able to function if main body is being separated before OK is displayed.
- ※ Able to separate the main bodies after OK is displayed.
- ※ Push A button again and reconnect again when ERROR is displayed.
- ※ Will not be able to communicate when battery level is too low.

可連接的機種

- DIGIMON攜帶系列
D-SCANNER (對戰)
DIGIMON PENDULUM PROGRESS (對戰、交換)
(2002年7月發售預定)
D-ARK (對戰)
D-3系列 (對戰)
DIGIMON PENDULUM系列 (對戰)
- D-TERMINAL (對戰)
※ 有關以上機種請參閱各使用說明書。
※ 與 DIGIMON PENDULUM 系列不能進行 JOGRES。
※ 不能與 DIGIMON MONSTER 系列、DIGI-PALS 系列、DIGIVICE 系列及日本版 D-TERMINAL 進行通信。
※ 不能閱讀 D-TERMINAL 內的 DIGIMON 資料。

Machine Type that can be linked up with

- Digimon Portable Series
D-Scanner (Communication battle)
Digimon Pendulum Progress (Communication battle, Exchange)
(to be launched in July 2002)
D-Ark (Communication Battle)
D-3 series (Communication Battle)
Digimon Pendulum Series (Communication Battle)
- D-Terminal (Communication Battle)
※ Please refer to each of the instruction manual for the machine types mentioned above.
※ Not able to carry out Jogres with Digimon Pendulum Series.
※ Not able to communicate with Digital Monster Series, Digibattle Series, Digivice Series and Digimon Analyzer.
※ Not able to scan the Digimon data of D-Terminal.

聲音 Sound

可切換聲音的開、關。
Able to switch ON and OFF the sound.

- 實行 SOUND 指令會顯示聲音的 ON/OFF 畫面。
- Activate Sound Command will display ON/OFF Screen.
- 使用 L、R 鍵選擇 ON/OFF 再按A鍵決定。
- Use L, R button to select ON/OFF and push A button to confirm.



還原儲存了的資料 Reset Saved Data

- 按著 B 鍵並同時按下還原鍵便會顯示資料還原畫面。當想刪除遊戲中的資料並重新開始新的遊戲時，按 L、R 鍵選擇 YES 再按 A 鍵刪除。資料刪除後，會顯示 BANDAI 記號畫面，這時可重新開始遊戲。這時於資料儲存畫面按 A 鍵並把資料儲起並再開始遊戲。
- 選擇 "NO" 時，原有資料不會被刪除並會顯示 BANDAI 記號畫面。這時在資料儲存選擇畫面裡按 A 鍵，把原有資料找出並再開始遊戲。
- Push B button while pushing the Reset Button will display Data Reset Screen. Push L, R Button to select YES and push A button again to delete the data saved during game and to re-start a new game. BANDAI Mark will display when data is being deleted and a new game will start.
- Data will not be deleted when NO is selected and display BANDAI Mark Screen. Push A button to save data during Data Save Screen and re-start the game.



這時可使用還原操作 You can use the Reset Button when...

- 初次使用或更換電池後。
- 本體被強烈撞擊所有的機能不能操作，畫面變得奇怪時。

- ※ 請勿使用尖銳的棒或鉛筆用力按還原鍵以免受損。
- ※ 還原操作後，重新設定時間，資料儲存畫面會顯示。
- 要繼續冒險，使用 L、R 鍵選擇 YES 再按 A 鍵把資料儲存。
- 要開始新的冒險，選擇 NO 再按 A 鍵重新開始遊戲。
- First time using or after changing batteries.
- Main body received strong impact and all buttons cannot function or when the screen becomes strange.
- ※ Never use sharp pole or pencil to push the Reset Button to avoid damage caused to the machine.
- ※ After pushing the reset button, reset the time and save data screen will display.
- To continue your adventure, push L or R button to select YES and push A button to save up the data.
- To start a new adventure, select NO and push A button to start a new game.